



TRUSTED BY
400,000
DEVELOPERS

We Make Multiplayer Simple



Unparalleled Cross Platform Support. Proven in Countless Games.



Realtime Multiplayer as a Service

Fast. Reliable. Scalable.
Hosted in the Photon Cloud.



More than
400 Million
Monthly Active Users

More than
4 PetaByte
Traffic per Month



WARFACE

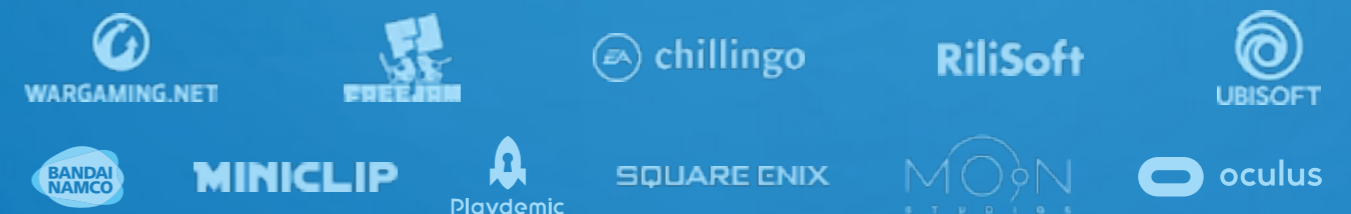


Bare Metal Servers by:



- ✓ #1 Networking in the Unity Asset Store
- ✓ Hyperfast Protocols (RUDP, TCP, WSS, WebRTC & HTTPS)
- ✓ Turnkey APIs for Matchmaking & Gameplay
- ✓ Connects Mobile, PC, Console, VR/AR/MR and Web

#1 Network Engine with more than **400,000** Developers



NEW v2
Photon PUN
 for Unity only

- Client Authoritative**
- #1 Networking in the Asset Store
 - Supports all exports: Mobile, PC, Console, Web, VR/AR
 - Synchronization, RPCs, Properties and much more
- General Purpose Unity Multiplayer**

Photon
Bolt
 for Unity only

- Server Authoritative**
- Authoritative Movement, State and Mechanim Replication, Event System and much more
 - Matchmaking, Punchthrough and Relay optional via Photon Cloud
 - Orchestration via Homebrew or Multiplay/Gamelift/...
- FPS/TPS and Action Games for Unity**

Photon
Quantum
 for Unity only

- Deterministic Predict-Rollback**
- Deterministic Game Engine: Physics/Math, Pathfinding/Steering, ECS, Job System, ...
 - No Netcode: Same Code for Single-, Local- and Multiplayer
 - Blazing Fast Performance
- RTS, MOBA, Brawler, Sports, FPS, Turnbased ...**

NEW v2
 Photon
Voice

- Full Duplex Voice
- 1-on-1 and Group Voice
- Excellent Voice Quality Latency
- Mix with any Photon Cloud Product

Photon
Video
 SOON

- Video Broadcasting including Audio-Stream
- 1-on-1 or Group Broadcasting
- Mix with any Photon Cloud Product

Photon
Chat

- Text and Binary Messages
- Publish and Subscribe Channels (PubSub)
- Message and Chat History
- Mix with any Photon Cloud Product

Pick a Plan & Sign up. Upgrade, Downgrade, Cancel at any Time.

	20 CCU	FREE	FREE
ONE-TIME	100 CCU	95 \$ One-Time	45 \$ One-Time
	500 CCU	95 \$/Month	45 \$/Month
	1,000 CCU	185 \$/Month	85 \$/Month
	2,000 CCU	370 \$/Month	170 \$/Month

3GB Traffic per CCU Included. Sign up at www.photonengine.com

For SLA, Custom Server Logic, DDoS Protection and Premium Support see **Premium Cloud** and **Enterprise Cloud** Option. →

Photon Realtime. Lean and Hyper Fast Relay that Powers Photon Products

Advanced Relay and Optional Server Authority

- Advanced Relay API**
 - High Speed Relay of Events/Data in Rooms
 - Advanced Features Properties and Interest Management
- Matchmaking API**
 - Powerful Lobbies and Matchmaking Based on Room Lists and Parameterized Searches
- Punchthrough API**
 - Global STUN and Punchthrough Services
 - Accessible via 3rd Party Peer-2-Peer SDKs (e.g. Raknet, Unreal or Homebrew)

Photon
Quantum

Quantum Access Subscription:
\$1,000 / MONTH
 Includes **500 CCU** for Development and Soft Launches

LEARN MORE →

Blazing Fast Deterministic Engine for Unity

Revolutionize the Way You Build Fast Paced Realtime Multiplayer Action Games.

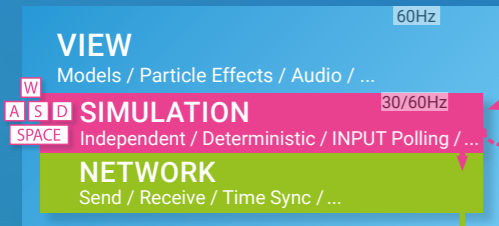
Player 1
50ms Latency

Player 2
270ms Latency

Zero Lag + 100% in Sync



Designed for:



Deterministic Game Engine

Physics/Math, Pathfinding/Steering, ECS, Job System, ...

Zero-Lag & E-Sport Grade

Predict/Rollback, Replays, Spectating

Blazing Fast Performance

Zero Runtime Allocations, Memory Aligned Data, Blittable Game State, Custom IL Emitter ...

Cheat Protection

State Manipulation Impossible (Input Exchange and Checksum), Server Referee Simulation

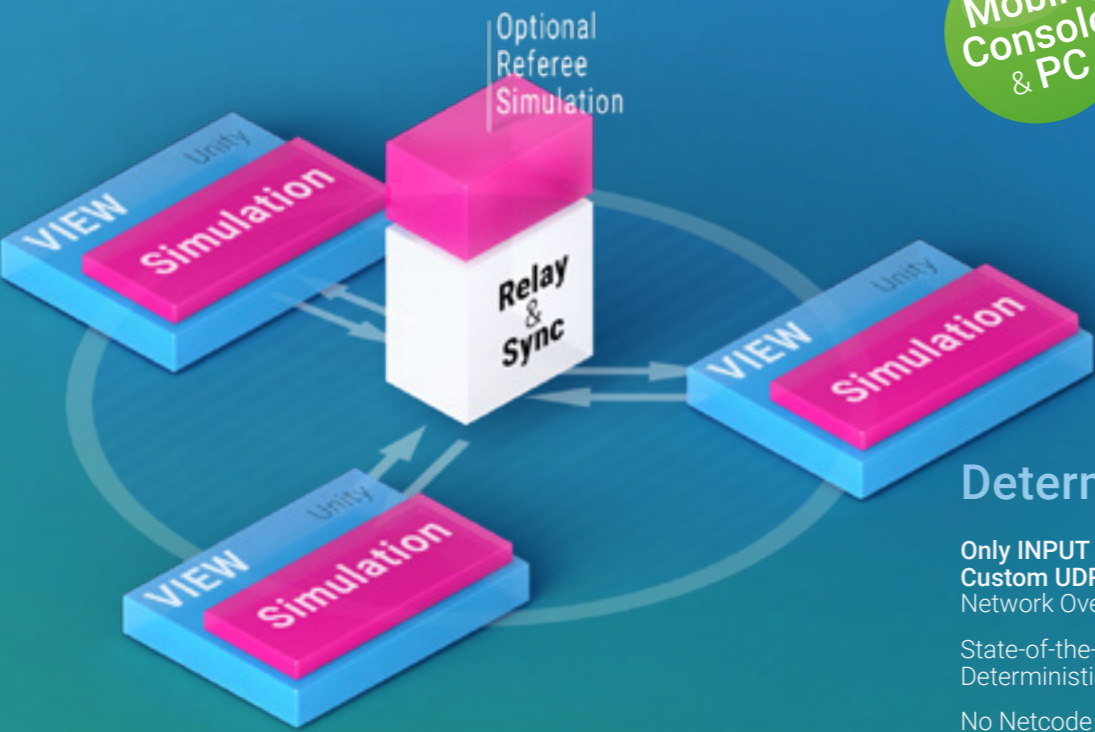
Low Bandwidth & High Frequency

Only Input is Exchanged at 30/60Hz

Mobile, Console, & PC

No Netcode

Same Code for Singleplayer, Local and Online Multiplayer



Deterministic Architecture

Only INPUT is Sent Between Players Using Custom UDP Protocol (Ultra-Fast and Low Network Overhead).

State-of-the-Art Prediction/Rollback Leads to 100% Deterministic Simulation Without Lockstepping.

No Netcode as Code for Singleplayer, Local and Online Multiplayer is the Same.

Tournament SDK

Automated eSport Grade Tournaments: Scheduling, Creating and Execution

Fully Integrated In-game Experience for Players

Features Game Structures: Battle Royale, 5v5, 1v1 & Many More

Supports Swiss Groups, Elimination Bracket, Deathmatch & More

Sign-up/Invite Process Based on Rules and Entry Requirements

Streamlined Prize Pool Calculation and Distribution

Discord Integration: Tournament Bot, Private Leagues and Customizable Webhooks

Streamers Support (Private Tournaments), Statistics & Replays

Spectator API

Pub/Sub Channels for Streaming to Tens of Thousands of Concurrent Viewers

Low Bandwidth (Input & State Snapshots)

Bot SDK

Deterministic Bots for Singleplayer and Multiplayer

Hierarchical FSM (HFMS) and GOAP

Visual Editor Inside Unity (Data Driven)

Live Visual Debugging (in Editor)

All Bots Running Deterministically on all Clients

Option to run Bots Server Side

Seamless Takeover on Disconnect and Leave on Reconnect

HFMS and GOAP can be Combined

Reference Implementations

Utilities Library (Generic Broadphase, Graph Based A*, Dijkstra ...)

Some of the **Finest Studios** Use Quantum



Premium and Enterprise Cloud for Successful Games

Runs and Scales Titles from More than 80 Top Studios.

- ✓ **Studio Licenses**
for Unlimited Titles and Teams/
Studios
- ✓ **Counters API**
and Advanced Dashboard
Analytics
- ✓ **Premium Support**
with Access to 24x7 NOC Team
- ✓ **Authoritative Server Logic**
via Plugins
- ✓ **Dedicated Servers**
Powered by State of the
Art Providers Like
IBM/G-Core/Azure
- ✓ **Service Level Agreement /SLA**
with Defined Up- and Response-
Times
- ✓ **DDoS Protection**
and Individual Consulting
- ✓ **GDPR / CCPA**
Compliant Data Protection



RiliSoft



DeNA



	PUBLIC Cloud	PREMIUM Cloud	ENTERPRISE photon CLOUD
CCU Limits	Up to 2,000 CCU	Up to 50,000 CCU	Unlimited
Global Low Latency and Scalability	✓	✓	✓
WebHooks and -RPC	✓	✓	✓
Premium Dashboard / Counter API	✗	✓	✓
DDoS Protection	Basic	Basic Optional: Advanced	Optional Optional: Advanced
24x7 NOC	✗	✗	✓
Dedicated Server	✗	✗	✓
SLA	✗	✗	✓
Plugins (Server Side Logic)	✗	✗	✓
Support	Free: Forum Paid: Email	Standard	Bronze, Silver, Gold
Price per CCU	REALTIME PUN BOLT VOICE	18.5 Cent	29 Cent
	QUANTUM	—	50 Cent
	CHAT	8.5 Cent	14 Cent
			50 Cent (Volume Discounts)
			100 Cent (Volume Discounts)
			25 Cent (Volume Discounts)

Battle-Tested Service. Trusted by Top Customers.

facebook



Selfhost Multiplayer

Fast. Scalable Network Engine for Mobile, PC, Console, VR/AR/MR & Web.



"ROCK-SOLID TECHNOLOGY"
David Salz,
CTO of Sandbox Interactive

SQUARE ENIX



**"...ONCE WE TESTED IT, WE ...
ENABLED REALTIME BATTLE IN JUST
TWO MONTHS."**
Masaru Oyamada,
Producer at Square Enix

photon
Server



**"...QUICKLY MAKE A VERSION AND SET
IT LIVE ALL OVER THE WORLD."**
Artem Petukhov,
Head of Marketing at Pixonic



PIXONIC

SUPPORTED PHOTON PRODUCTS

- REALTIME
- PUN
- VOICE

PLUGINS ARE CUSTOM LOGIC IN C#



Powers the **Photon Cloud** & 1,000s of Other Servers Worldwide

NAME SERVER

- Look Up Availability
- Authentication

MASTER SERVER

- Lobby
- Matchmaking

1

2

3

LEAN (5MB SIZE)

HIGH PERFORMANCE
Battle Tested in the Photon Cloud with Hundreds of Millions Players per Month.

GAME SERVER

- Realtime Gameplay
- Authoritative Code (Plugins)
- Rooms

HYPERFAST AND LEAN PROTOCOLS



Pick a Plan & Sign up. Upgrade, Downgrade, Cancel at any Time.

100 CCU	500 CCU	Unlimited CCU
FREE	95 \$ / Month per Server	175 \$ / Month per Server

Contact Us for Large Installations and Priority Support

- Local Setup** for Development
- Single Node Setup** VR Arcades Industry Scenarios
- Cluster Setup** Global Games



RUNS ON
MAGIC
LEAP

Multiplayer, Voice & Video for Your VR/AR Project



Works on all
Major Headsets

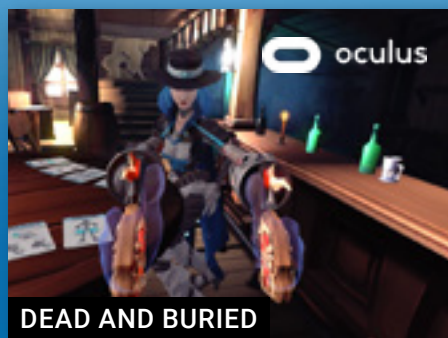
READY
FOR
QUEST

HOLOLENS
2
READY

VIVE

Photon is Preferred Multiplayer Solution for:

Selected Projects and Customers



VR CHAT



facebook

HALLIBURTON



Trimble

liveLike